

CLAIM AMENDMENTS

Please cancel claims 6, 13, 15, 17, 23, 25-27, 32-68, 71 and 73-78.

Please amend claims 1-5, 7, 9, 10-12, 14, 16, 18-19, 21-22, 24, 28-29, 31, 70 and 72 as indicted below:

1. (Currently amended) A method for transmitting venue-based in-play camera views for display at a hand held device, said method comprising the steps of:

simultaneously transmitting more than one video signal captured by more than one video camera located at an entertainment venue said more than one video signal including at least one an-in-play camera view from at least one in-play camera located at an in-play location within a the entertainment venue;

processing said ~~more than one video signal in-play camera view~~ for display on a display associated with a hand held device; and

displaying said at least one in-play camera view on said display, ~~thereby enabling a user of said hand held device to view said in-play camera views through said hand held device.~~

2. (Currently amended) The method of claim 1 further comprising the step of:

enabling display of only one video signal selected from the more than one video signal displayed on the display transmitting said in-play camera view from said at least one in-play camera to said hand held device in response to a user input.

3. (Currently amended) The method of claim 1 further comprising the step of:

recording ~~a particular in-play camera view transmitted from said at least one in-play camera~~ the one video signal the hand held device in response to a user input.

4. (Currently amended) The method of claim 1 further comprising the step of:

storing ~~a particular~~ said at least one in-play camera view transmitted from said at least one in-play camera in response to a user input.

5. The method of claim 3 wherein the step of storing ~~a particular~~ said at least one in-play camera view ~~transmitted from said at least one in-play camera~~, further comprises the step of:

storing said particular in-play camera view within a memory ~~location~~ associated with the hand held device.

6. (Cancelled).

7. (Currently amended) The method of claim 3 wherein said ~~particular~~ at least one in-play camera view comprises an instant replay.

8. (Original) The method of claim 1 wherein said in-play camera location comprises a placement within at least one racing car competing within a racing venue.

9. (Original) The method of claim 1 wherein said entertainment venue comprises a racing venue.

10. (Currently amended) A method for transmitting entertainment venue-based in-play camera views for simultaneous display at a hand held device, said method comprising the steps of:

more than one in-play camera simultaneously capturing at least one in-play camera views from at least one in-play camera from within an entertainment venue; and

simultaneously transmitting said at least one in-play camera views directly from said at least more than one in-play camera located at an in-play location within a venue to at least one hand held device.

11. (Currently amended) The method of claim 10 further comprising:

processing said ~~at least one~~ in-play camera views at said at least one hand held device for display on a display associated with said at least one hand held device; and

simultaneously displaying said at least more than one in-play camera view on said display associated with said at least one hand held device, thereby enabling hand held device users to view said in-play camera view through at least one hand held device.

12. (Currently amended) The method of claim 11 further comprising the step of:

~~receiving said displaying~~ at least one in-play camera view selected from said at least more than one in-play camera views on said display to said hand held device in response to a user input at said hand held device.

13. (Cancelled).

14. (Currently amended) The method of claim 11 further comprising the step of:

recording ~~a particular at least one~~ in-play camera view ~~transmitted~~ selected from said at least ~~more than one~~ in-play camera views, in response to a user input.

15. (Cancelled).

16. (Currently amended) The method of claim ~~15-14~~ wherein the step of ~~storing a particular recording at least one~~ in-play camera view ~~transmitted from said at least one in-play camera~~, further comprises the step of:

storing said particular in-play camera view within a memory ~~location~~ associated with the hand held device.

17. (Cancelled).

18. (Currently amended) The method of claim ~~15-11~~ further comprising the step wherein at least one of said in-play camera views is recorded in a memory for use as an instant replay ~~comprises instant replays~~.

19. (Currently amended) The method of claim 10 wherein said more than one in-play camera locations comprise ~~comprises a~~ placement within at least one racing car competing within a racing venue.

20. (Original) The method of claim 10 wherein said venue comprises a racing venue.

21. (Currently amended) A method for transmitting venue-based in-play camera views for simultaneous display at a hand held device, said method comprising the steps of:

simultaneously transmitting in-play camera views from ~~at least one~~ in-play cameras located at ~~an in-play locations~~ within a venue to enterprise equipment;

processing said in-play camera views at said enterprise equipment for transmission to at least one hand held device for selective display at a display screen associated with said at least one hand held device; and

transmitting processed in-play camera views to at least one hand held device.

22. (Currently amended) The method of claim 21 further comprising:

receiving processed in-play camera views at said at least one hand held device from said enterprise equipment;

processing said processed in-play camera views for selective viewing on a display screen associated with said at least one hand held device; and

displaying ~~said at least one~~ processed in-play camera view on a display screen associated with said at least one hand held device, said at least one processed in-play camera view selected from more than one simultaneously displayable in-play camera view thereby enabling hand held device users to view said in-play camera views through at least one hand held device.

23. (Cancelled).

24. (Currently amended) The method of claim 22 further comprising the step of:

recording ~~a particular at least one in-play camera view transmitted from said at least one in-play camera~~ in response to ~~a user input~~ at the hand held device.

25. (Cancelled).

26. (Cancelled).

27. (Cancelled).

28. (Currently amended) The method of claim ~~25-24~~ wherein said ~~particular at least one~~ in-play camera view comprises an instant replay.

29. (Currently amended) The method of claim 21 wherein said in-play camera locations comprise ~~comprises a~~ placement within at least one racing car competing within a racing venue.

30. (Original) The method of claim 21 wherein said venue comprises a racing venue.

31. (Currently amended) A method for receiving venue-based in-play camera views for simultaneous display at a hand held device, said method comprising the steps of:

simultaneously receiving in-play camera views provided from at least one in-play camera at a hand held device;

processing said in-play camera views for viewing on a display associated with said hand held device; and

displaying said ~~processed~~ more than one in-play camera view simultaneously on a display screen associated with said hand held device, thereby enabling hand held device users to view said in-play camera views through said hand held device.

- 32. (Cancelled).
- 33. (Cancelled).
- 34. (Cancelled).
- 35. (Cancelled)..
- 36. (Cancelled).
- 37. (Cancelled).
- 38. (Cancelled).
- 39. (Cancelled).
- 40. (Cancelled).
- 41. (Cancelled).
- 42. (Cancelled).
- 43. (Cancelled).
- 44. (Cancelled).
- 45. (Cancelled).
- 46. (Cancelled).
- 47. (Cancelled)..
- 48. (Cancelled)..
- 49. (Cancelled).
- 50. (Cancelled).
- 51. (Cancelled).
- 52. (Cancelled)..
- 53. (Cancelled).

54. (Cancelled)..

55. (Cancelled).

56. (Cancelled).

57. (Cancelled).

58. (Cancelled)..

59. (Cancelled).

60. (Cancelled).

61. (Cancelled).

62. (Cancelled).

63. (Cancelled)..

64. (Cancelled)..

65. (Cancelled).

66. (Cancelled).

67. (Cancelled)..

68. (Cancelled).

70: (Currently amended) A system for receiving venue-based in-play camera views for display at a hand held device, said system comprising:

a receiver in a hand held device for simultaneously receiving in-play camera views provided from at least one in-play cameras at an entertainment venue a hand held device;

a processor in said hand held device for processing said in-play camera views for viewing on a display associated with said hand held device; and

a display integrated with said hand held device for simultaneously displaying said more than one processed in-play camera view, wherein said display is associated with said hand held device, thereby enabling hand held device users to view said in-play camera views through said hand held device.

71. (Cancelled).

72. (Currently amended) The system of claim ~~71~~ 70 further comprising:

a memory recorder for recording a particular at least one in-play camera view for displaying as an instant replay transmitted from said at least one in-play camera, in response to a user input.

73. (Cancelled).

74. (Cancelled).

75. (Cancelled).

76. (Cancelled).

77. (Cancelled).

78. (Cancelled).